

## **Success and Failure Overview**

The Success Meter is used to determine a player's progression, specifically, how close a player is to completing a certain painting world. On each transition screen, the meter can be seen in a large horizontal bar at the bottom of the screen. (The bar can be themed to the specific world if necessary.) At the start of gameplay, the Success Meter is filled to about 30%. Upon each successfully completed micro-game, the meter fills approximately 5%. (All percentages are variable so we can adjust the difficulty according to world or mode.) The Success Meter value can be seen fluctuating and adjusting level between games, and is constantly wavering a bit, even when at a static value. Upon losing a micro-game, the meter should deplete by a value that is greater than the fill value. (Perhaps 10% as a default?)

Other than the initial screen, if the Success Meter depletes completely, the game is over. From here, the player has the option to try the set again, or return to the world select. However, if the Success Meter fills to 100% and it's the player's first time completing a specific set, that world is successfully cleared, and they will return to the menu having unlocked the next stage. If the Success Meter fills to 100% on a set that the player has already completed, they can keep playing to set a high score for number of completed micro-games in that world.

This Success Meter can be used throughout the game, and is entirely flexible for different difficulties and modes by simply adjusting the percentages by which the meter fills and depletes. The meter accompanies the animations that take place on the interstitial screens of the game, as opposed to replacing any action that occurs here.